




GALACTIC WARS

C2H0003 MASTER

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652-2011-01



 **apple computer inc.**

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GALACTIC WARS

Manual of Instructions

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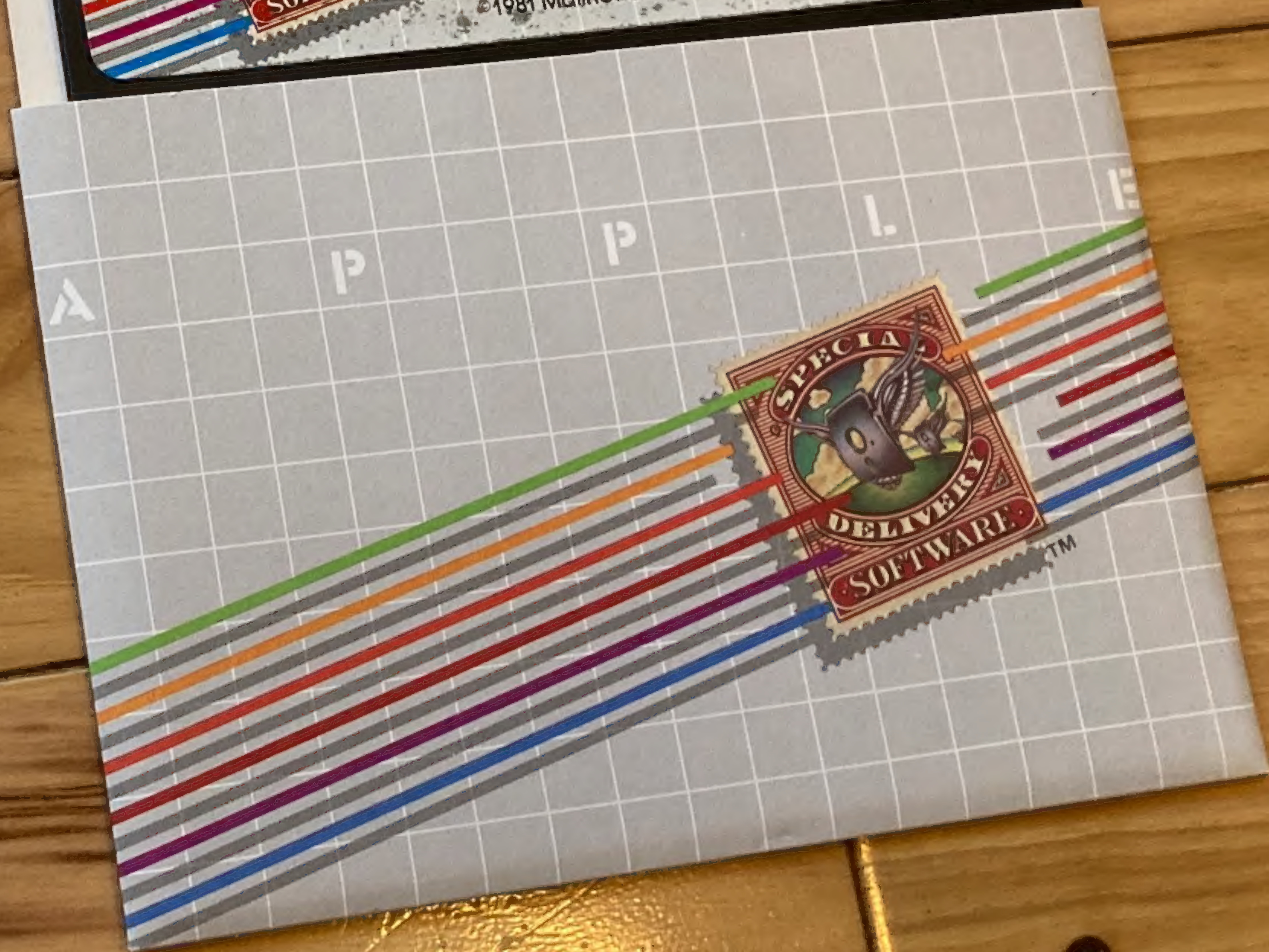
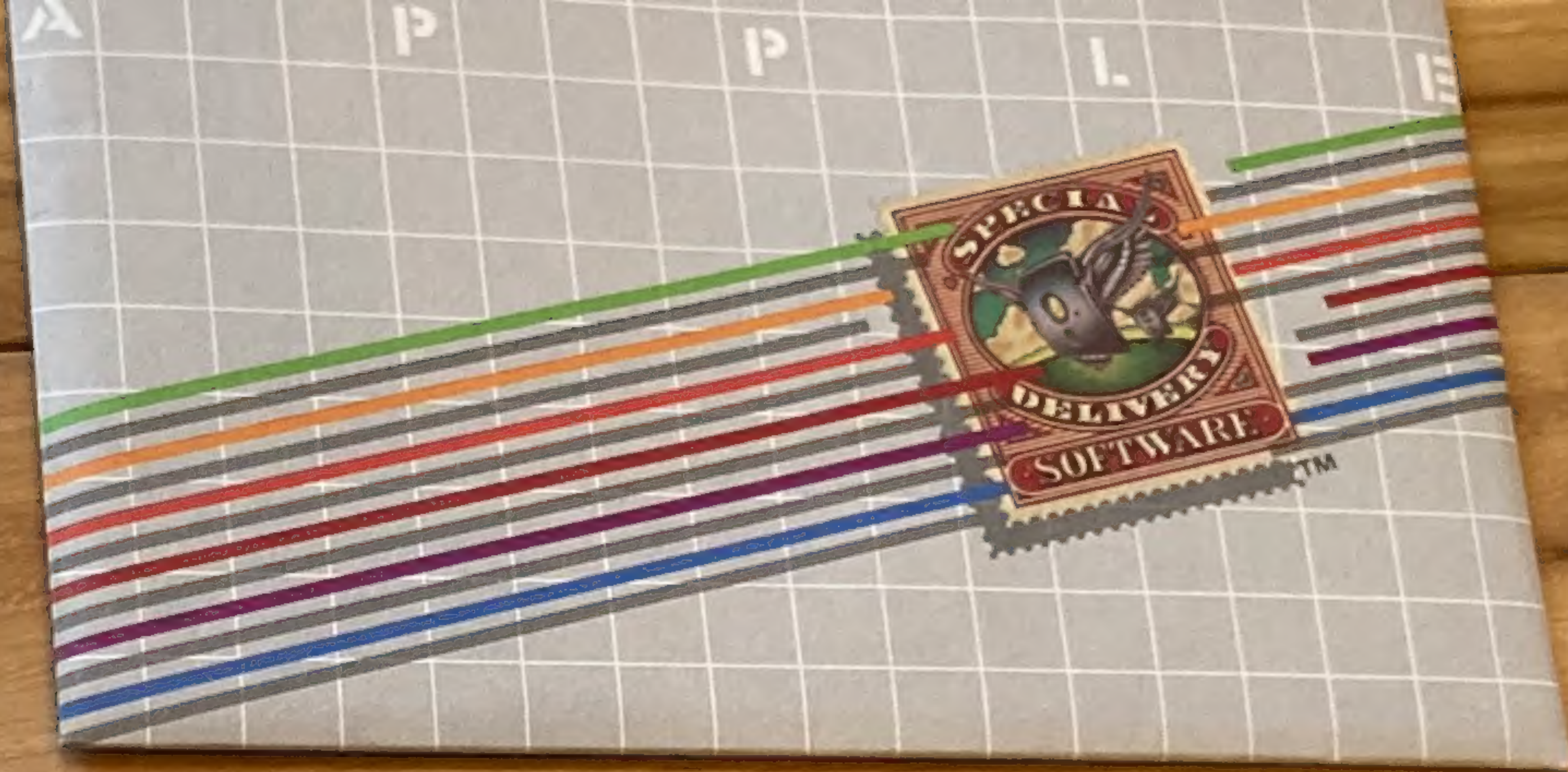
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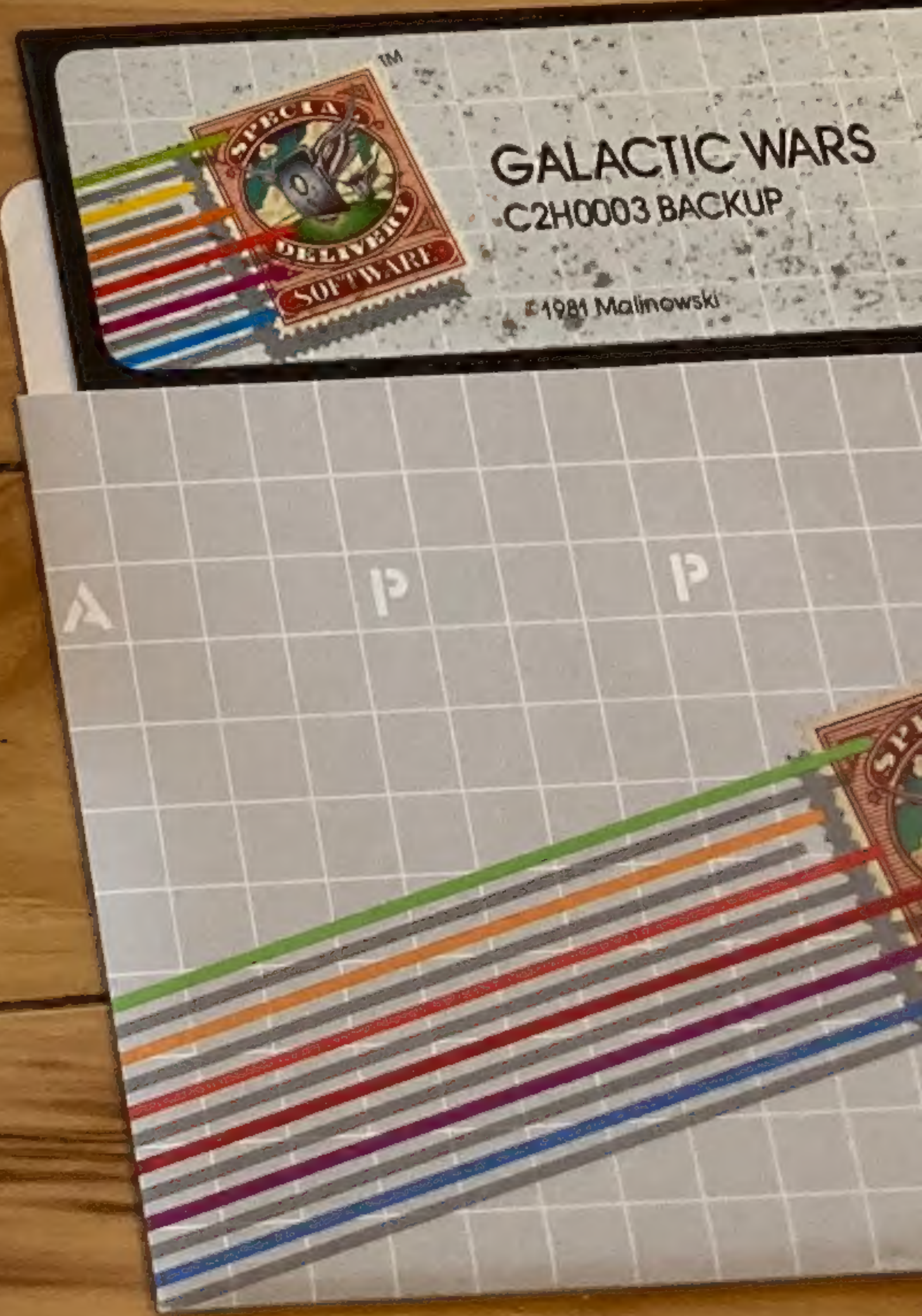
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Chapter 3. Play of The Game

Strategy Phase

The game will first be displayed by showing the Krillians' flag, the Centrons' flag, and the galactic map. This is the introduction. To get to the game itself, press the spacebar. The galactic map will once again appear. At the bottom it will ask you whether you want a small, medium, or large start up force. Small consists of five baseships and fifty fighters. Medium has ten baseships and one hundred fighter crafts. Large has twenty baseships and two hundred fighter crafts. On the keyboard press "S", "M", or "L" depending on the size of the start up force you want. Both sides start with equal amounts of baseships and fighters. This will definitely get you into the game.

After selecting your start up force, the map will be displayed. The Krillians will be the first to make all their moves. At this time the Centrons player should not be allowed to see the screen. The same for the Krillians when it is the Centrons turn. The double siren will notify you when someone's turn has been completed. The initialization of a player's turn is done by pressing the button on the control paddle.

It is during the movement phase of the game that all baseships are to be moved if you want to. You can tell where you are moving from by turning the paddle dial all the way to the left. To move in any given direction from your starting point, move the paddle slowly to the right. This shows the available star systems you can move a baseship or baseships to and the current status of that star system. Press the paddle button when you have made your selection. This will move one baseship and an equal share of the fighter crafts (up to ten) from the start star system to the chosen star system. The status of the from sector will be displayed immediately following this movement. You will be allowed to move each baseship once during a turn. If the from and to star system are the same, this tells the computer that you do not wish to move any baseships from this star system. You will not see your control color at the new star system until the next turn.

Remember, at the start of the game all baseships contain ten fighter crafts. During the progression of the game, a baseship will always leave one fighter craft behind in a star system as a garrison. If your baseship does not engage in battle, it will

still have the same number of fighter crafts as it did originally, even as it leaves garrisons behind. This is due to the replacement factor. If you have engaged in battle, your replacement will become depleted. To get more fighter crafts, your base must move into that system that you have passed through, you do a second turn. The bases will take up to ten of the some other turn. The bases will take up to ten of the fighters and leave the remainder behind as a garrison.

The only way to relinquish control of a star system is to lose it in battle or have a battle that ends in a draw. You can always tell who controls a star system and what is in it, but you will not know the number of baseships or fighter crafts. The color codes will tell you whose baseship or fighter craft possess a star system.

Warning Never exceed 255 fighter crafts per star system. If you do, you will pay a heavy penalty. The loss of 256 fighter crafts.

After all moves have been made for that turn, the computer will begin a battle scan starting at the lower right going to the left, then up one row starting at the right going to the left, and so on until it finishes at the top left.

Battle Phase

A battle occurs when two opposing forces occupy the same star system. The game then goes to the battle phase. You will know that a battle is occurring when a white square covers the star system and a series of bells will ring. The screen will show how many base ships and fighters the Krillians and Centrons have. Press the spacebar to get into the battle. You then must use your control paddles to operate your fighter crafts.

Paddle Control Direction:

extreme left	-	turn around from current course
extreme right	-	turn around from current course
center	-	forward direction
slight left	-	upward direction
slight right	-	downward direction

During the battle phase, the paddles should be operated quickly, but never abruptly. The reason for this is the computer

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